Olympica

JAQUAYS
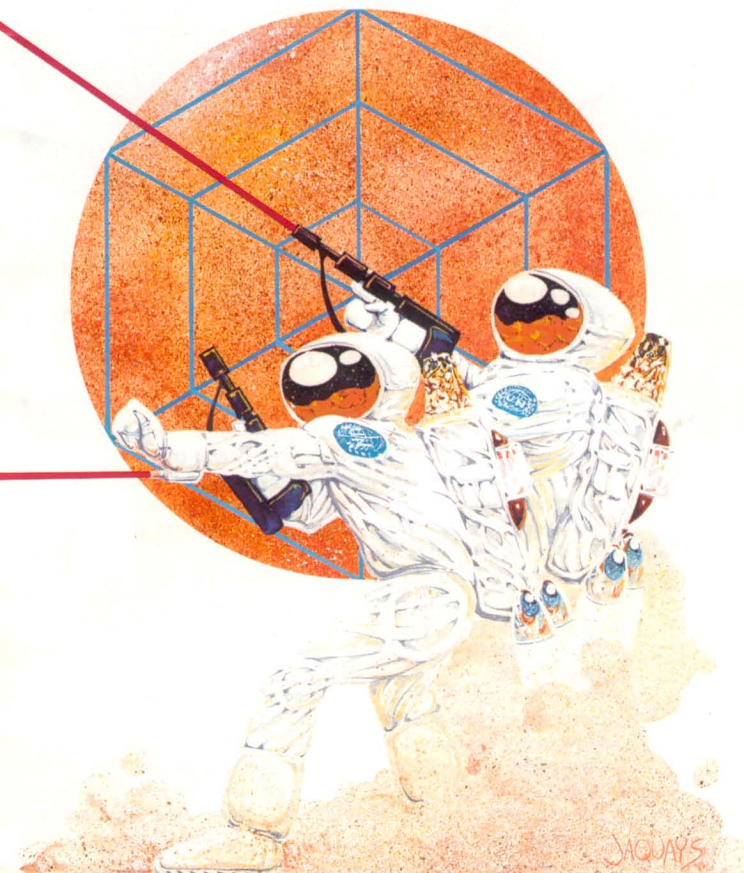
MicroGame 7

HISTORY: SELECTED VERISTATS

A.D. 2032: —Dirty? My dear, it's filthy! You rent the headset, dial into the phone web, and get whatever you want, if someone in the web is doing it. Want to try?

2037: —Taris, thought is mere electricity. We can sublimate political content into the web. That's big money!
—We're skirting arrest as it is.
—But when the lightguide system is completed, we'll be private.

2078: —Buy the General Assembly? Even the Web hasn't the cash!
—Well, they won't beat us. We'll homestead!

2154: —I am WebMaster John. May I assist you?
—Hammo here, of Chryse station. WebMaster, our chapter wishes to report a Presence in the Web.
—Surely the Content, Hammo?
—Not the Content, WebMaster. Nor the Body of Knowledge. Something new, WebMaster. Something strange!

2205: —It's the Webbies, sir! Complete paralysis!
—Indecision is the policy of theocracy, Lieutenant.
—Sir, I mean physical paralysis! For an hour now, anyone plugging into MarsWeb has collapsed!
—All cities reporting?
—All seven confirm.
—Go to Condition Orange. Notify Phobos, and relay to Earth/Luna. Begin manual unplugging of the Webbies.
—Sir, we did unplug a few. When we did, they died!

2205: —The Webbies are self- and multi-minded? Simultaneously? How will the General Assembly understand that?
—How can you or I walk down a street and at the same time be a citizen of a zone? Phrase your speech in political terms. The Members will understand them, if they understand anything.

2206: —We don't know how. It's screened off Mars since this morning.
—What about Earth? Can it do it here?
--Too much unplugged biomass here. And no WebMind, no screen, apparently.
—That's something. What is "WebMind" like – a computer personality?
—No. It's tentative, resentful, xenophobic, paranoid. Probably needs to expand for self-reassurance.
—How many normals does it hold on Mars?
—One point two million. The prediction is that the Web, or the WebMind, rather, will try to convert them by force.
—Hmmm. Appropriate behavior for a theocrat, I suppose. Not pleasant to think about. Hmmph! Special Counsel, you'll earn your money on this one: break up the Webbie lightguide systems here and on the Moon, bring in all Webbies ever off-planet, then wring those brains dry. We can't let that thing sit on Mars and get stronger – we have to find a way to go in after it!

Olympica

The U.N. Raid On Mars, 2206 A.D.
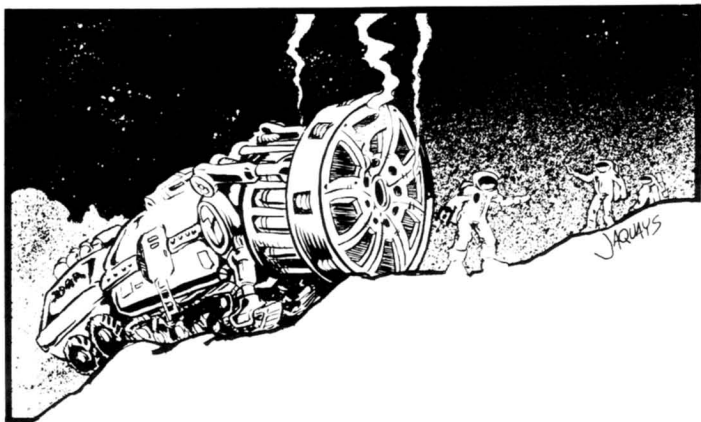
Game design by Lynn Willis
Art by Paul Jaquays
Edited by Keith Gross

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SECOND EDITION

A Metagaming MicroGame

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1.0 INTRODUCTION

Against all probability, the Web's planetary defense computer cleared the radioed entrance code. The transparent haze of the perimeter force shield winked out of existence, then reappeared behind the plunging Earth warship. SUN-TSE's crew exhaled in relief. Braverman's pirated code had worked.

Braking rapidly, the ship swooped toward the enormity of Nix Olympica, brooding 24,000 meters above the pre-dawn gray of the desert plain. Below the ship's course, Deox plants rebuilt the atmosphere of Mars. The surface color was changing from red to green as it spread outward from the fortress-like communal farms where man and Webbie struggled.

But the great volcano's caldera was no more hospitable than barren Luna. There was no life but Shield Station Six at the summit — the station over which SUN-TSE flashed, destroying defenses and broadcast antennas. Three minutes of bombardment broke the local defenses, their personnel still groggy from the cold ecstasies of the Web.

SUN-TSE released its strike force drop-pods, then landed some 600 km northwest, in Zelazny crater, to await the raiders' pickup signal. The U.N. forces had eight minutes to capture and evacuate the Web Generator — before Web defenses could regroup and counterstrike. The data in the generator would be vital to the success of the approaching invasion fleet.

The raiders had drilled well. Their success would open Mars to invasion and give freedom to hundreds of thousands. Failure might divert the course of human evolution . . . permanently.

* * *

OLYMPICA simulates the ground portion of the U.N. raid to capture program data from the Web of Celebrance shield generator and computer at Shield Station Six. The backbone of the attacking U.N. force is the Heavy Infantry fire team. Each team of 3-4 men is armed with smoothbore semi-automatics firing thermonuclear slugs. They wear armored spacesuits that can be propelled at high speed by rocket jump packs. Light Infantry carry similar weapons but less armor for more speed. All infantry have individual counter-fire computers. Heavy support is provided by Laser Strike Tanks. Their main batteries are large pulse lasers directed by sophisticated computers. Tank armor is biphase carbide plates. The U.N. force also has a BOAR, a specially designed drilling laser mounted on an armor vehicle. The BOAR will be used to open the Web tunnel system. Mobility for the strike force is provided by open-platform rocket lifters able to move at a tremendous speed relative to other units. The lifters will allow evacuation of the strike force to Zelazny crater and the SUN-TSE.

Opposing the U.N. raiders are the more lightly armored Web infantrymen. Their advantage lies in knowledge of the local terrain which frees them from extra movement costs. Web fire teams will delay the raiders until the tunnel defenses can be readied and heavy weapon strongpoints can be brought to bear.

The Web Generator is a powerful weapon in itself. It focuses the psychic energy of the WebMind to form the Web of Compulsion. This is a directional field capable of disorienting and compelling selected groups of attackers. The Web Generator also creates the planetary force shield that cuts Mars off physically from the outside. The Web Generator is the greatest achievement of the WebMind and the target of the raiders.

2.0 Map

The map represents a 58 x 41 km area of the surface of Mars--the northern portion of (and parts adjacent to) the great caldera of the volcano

Nix Olympica. The map has three types of terrain. The unmarked hexes are clear terrain. The hexes with small dots represent inclines. The hexes with short, dashed lines are cliff hexes. The circular area marked with a dotted line indicates where the Web Generator must be set-up (see rule 5.2).

3.0 COUNTERS

Several different types of counters are included: combat units (of several types), the Web Generator, dummies, tunnels (of two types), DUST markers, and the Game Turn marker.
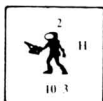
3.1 Combat Units.

TYPICAL COMBAT UNIT

Range

Combat strength (attack and defense)

Movement factor

Parenthesized combat strength indicates that the unit cannot attack by Ranged Combat. U.N. units are blue on white, Web units are white on blue.
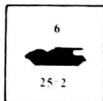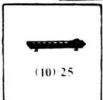
SUMMARY OF UNIT TYPES

U.N. Heavy Infantry fireteam

U.N. Light Infantry fireteam

U.N. Laser Tank

U.N. Lifter

U.N. BOAR armored drill

Web Infantry fireteam

Web Generator

Web Strongpoint

3.2 Additional counters.

DUST marker

Tunnel Mouths

Deep Tunnels

Game-Turn marker

Dummy

4.0 SCENARIOS

Three scenarios are provided. Each is a different version of the game. The Introductory Scenario is shortest and simplest, and is recommended for players learning the game. The Advanced Scenario is recommended for players familiar with the rules. The Short Advanced Scenario uses all of the rules and units of the Advanced Scenario, but can be played in less time. In addition, three optional rules (5.4, 13.6, and 16.2) can be added to the Advanced or Short Advanced Scenarios. These may affect play balance, and must be agreed upon before the game starts.

4.1 Introductory Scenario.

Game Length: 4 Game-Turns.

Web Forces: 1 Web Generator, 2 Strongpoints, 10 Infantry, 3 dummies.

U.N. Forces: 3 Laser Tanks, 9 Heavy Infantry, 3 Light Infantry.

Victory Conditions:

U.N. Victory: A U.N. unit is stacked with the Web Generator at the end of Game-Turn 4.

Web Victory: No U.N. unit stacks with the Web Generator at any time during the game.

Draw: A U.N. unit stacks with the Web Generator, but no U.N. unit is there at the end of Game-Turn 4.

Note: The Web force does not have any tunnels and the U.N. does not have lifters or the BOAR drill, so disregard rule sections 13.0, 17.0, and 18.0, and all references to tunnels elsewhere.

4.2 Advanced Scenario.

Game Length: 8 Game-Turns.

Web Forces: 1 Web Generator, 4 Strongpoints, 17 Infantry, 4 dummies.

Also: 4 Tunnel Mouths to be placed in hexes 1717, 1818, 1010, and 1011, and 4 additional Tunnel Mouths OR Deep Tunnels, to be placed on a later Game-Turn.

U.N. Forces: 6 Laser Tanks, 19 Heavy Infantry, 4 Light Infantry, 3 Lifters, and 1 BOAR.

Victory Conditions:

U.N. Major Victory: The Web Generator is evacuated by a U.N. Lifter on or before the last Game-Turn; see 18.4.

U.N. Minor Victory: A U.N. unit is stacked with the Web Generator at the end of the game.

Web Major Victory: No U.N. unit stacks with the Web Generator at any time.

Web Minor Victory: A U.N. victory (either type) is avoided.

4.3 Short Advanced Scenario.

Game Length: 6 Game-Turns.

Web Forces: 1 Web Generator, 4 Strongpoints, 17 Infantry. Also: 4 Tunnel Mouths to be placed in hexes 1717, 1818, 1010, and 1011, and 4 additional Tunnel Mouths OR Deep Tunnels, to be placed as the Web player wishes during setup.

U.N. Forces: Same as in Advanced Scenario.

Victory Conditions: Same as in Advanced Scenario.

Note: All Web units are set up face-up rather than inverted (see 5.2).

5.0 SETUP FOR PLAY

Setup is done in several steps, which must take place in order. Game-Turn 1 starts after their completion.

5.1 Selection of Forces. As per 4.1, 4.2, or 4.3. Substitutions (if any) are made at this time if optional rule 5.4 is being used.

5.2 Web Setup. The Web Generator must be placed within the dotted lines. A Strongpoint may not be placed in the same hex as the Web Generator. In the Advanced Scenario, Tunnel Mouths must be placed in hexes 1717, 1818, 1010, and 1011; Strongpoints may not be placed in these hexes. Otherwise, units may be placed wherever desired by the Web player, observing the stacking restrictions (rule 9.0). All Web units (except tunnel markers) are placed **face-down** to conceal their identity. They are turned face-up only if they move or fire during one of the Web Player-Turns or if they are attacked by Ranged Combat (rule 10.0) or Close Assault (rule 11.0) during one of the U.N. Player-Turns. Once turned face-up, Web units are not inverted again.

5.3 U.N. Initial Drops. After the Web forces are set up, the U.N. initial drops may be conducted. The U.N. player may place as many or as few of his forces as he wishes at this time; none have to be dropped during setup. Units dropped during setup will be able to move normally during Game-Turn 1. Basically, units are placed in drops of three units each (see 14.0 for a complete explanation of drops). The Web Player may then compel any single 3-unit drop within two hexes of the Generator to move up to three hexes. Rolls are then made for avalanches and Close Assaults.

5.4 Substitution of Forces (Optional Rule, Advanced Scenarios). Before either player has set up, both players have the option of making substitutions in their forces, reflecting different preparations for the battle. The Web player may delete one Strongpoint and one dummy from his forces and add two Infantry and two tunnels (which may be placed anywhere

during the Tunnel Phase of any Game-Turn, as explained fully in 13.1).
Alternatively, the Web player may delete two Infantry and two tunnels
(leaving four fixed placement and two optional placement tunnels) and
add one Strongpoint and one dummy. The two deleted Infantry units may
not be used as reinforcements (see 21.0). The U.N. player may substitute
Light and Heavy Infantry on a one-for-one basis. The U.N. will always
have 23 infantry, in any combination of Light and Heavy types. However,
the limits of the conter mix provided with the game cannot be exceeded in
making these substitutions; no new counters may be made up. Both
players make their substitutions (if any) secretly.

6.0 GAME-TURN SEQUENCE

Each Game-Turn consists of several phases. The following sequence
should be carefully followed.
I. Web Player-Turn
   A. Compulsion Phase: Move one U.N. unit by up to three hexes.
   B. Tunnel Phase: Place available tunnels as desired (Advanced
      Scenario only).
   C. Reinforcement Phase: Enter up to four previously-eliminated
      Web Infantry units; map-edge entered alternates each turn.
   D. Movement Phase: Move units; resolve Close Assaults.
   E. Ranged Combat Phase: Make and resolve Ranged Combat attacks.
   F. DUST Removal Phase: Remove DUST markers from all Web
      units.
II. U.N. Player-Turn
   A. Drop Phase: Make drops with available units, if desired.
   B. Movement Phase: Move units; resolve Close Assaults.
   C. Ranged Combat Phase: Make and resolve Ranged Combat attacks.
   D. DUST Removal Phase: Remove DUST markers from all U.N.
      units.
   E. Second Movement Phase: Move light infantry again and resolve
      Close Assaults.
III. Advance the Game-Turn marker along the Game-Turn track on the
   map.

7.0 MOVEMENT

7.1 General. During each Movement Phase, the player whose turn it is
may move some, none, or all of his units. Units may be moved in any
direction or combination of directions. A unit may be moved through a
number of consecutive hexes equal to its Movement Factor. For example, a
Web Infantry (Movement Factor of 3) may move 3 hexes per turn, while a
U.N. Laser Tank (Movement Factor of 2) may move 2 hexes per turn.
Counters without a Movement Factor and units with a Movement Factor
of 0 may not move (though the Web Generator may be evacuated by
U.N. Lifters in the Advanced Scenario; see 18.4). A unit may move less
than its Movement Factor, and does not have to move at all. Unused move-
ment may NOT be transferred to another movement or saved for next
turn. Only one unit may be moved at a time; each unit must complete its
movement before the next unit may begin to move. If a unit leaves the
map, it may not re-enter later.

7.2 Friendly Units. A unit may freely move through friendly units, but may not end its movement in the same hex with a friendly unit other than the Web Generator or a dummy.
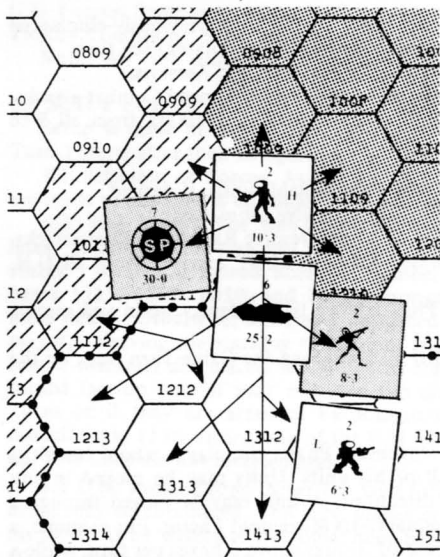
7.3 Enemy Units. A unit may enter a hex containing an enemy unit, but must immediately stop and conduct a Close Assault (see 11.0). Except for retreating (if a retreat results from the Close Assault), the unit may move no further that turn.

7.4 Terrain Effects.

7.4.1 Tunnels (Advanced Scenarios): see 13.4.

7.4.2 Incline Hexes: The movement of Web infantry units is unaffected by incline hexes. U.N. units must end their movement for that Movement Phase when they enter incline hexes. (Advanced Game--see also 17.1 and 18.3).

7.4.3 Cliff Hexes: Cliff hexes affect movement in the same ways that incline hexes do. In addition, a die is rolled whenever a U.N. unit enters a cliff hex. If a 6 is rolled, an avalanche has occured and the unit is eliminated. Avalanches occur before Close Assaults. (Advanced Game--Avalanches are automatic for the BOAR and lifters. They occur *after* Close Assaults for lifters.)

Arrows indicate legal moves for the U.N. Heavy Infantry unit.

8.0 ZONES OF CONTROL

Units in OLYMPICA, unlike those in many wargames, do not exert "zones of control" into adjacent hexes.

9.0 STACKING

No more than one unit may occupy a hex at the end of a Movement Phase, or after retreats or compulsion. In other words, units may not stack. The Web Generator and dummies are not considered units for

stacking purposes; and DUST markers and tunnel counters are not considered units at all; thus, a unit may stack with any of these. Tunnels add a "second level" to hexes; one unit may be underground in a tunnel while another is on the surface above the tunnel in the same hex. See 13.3.

10.0 RANGED COMBAT

10.1 General. Ranged Combat and Close Assault are the two types of combat in OLYMPICA. During their own Ranged Combat Phase, any Web or U.N. unit with a range and a non-parenthesized Combat Strength may attack enemy units within its range. Basically, each attack against a specific enemy unit is resolved by comparing the Combat Strengths of attacking and defending units, rolling a die, and consulting the Combat Results Table. First, total the Combat Strengths of all attacking units. Then figure an odds ratio, comparing the combined attacking Combat Strength (CS) to the defender's CS. Round this ratio off **in the defender's favor** to one of the simplified odds shown on the Combat Results Table (CRT) on page 19. EXAMPLES: A Web Strongpoint attacking a U.N. Heavy Infantry is 30 to 10, which simplifies to 3-1. Three Web Infantry (combined CS of 24) attacking a U.N. Laser Tank (CS of 25) is 24-25, which rounds in the defender's favor to 1-2. A Laser Tank attacking a Web Infantry is 25 to 8, or 3-1. After the odds are computed, roll a die and find the corresponding line of the proper odds column on the CRT. See 12.0 for an explanation of the combat results on the CRT.
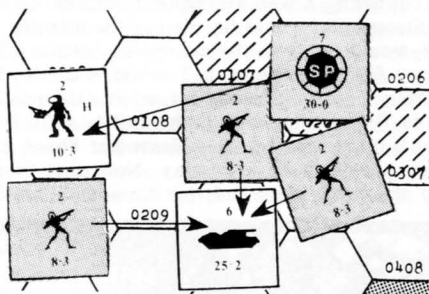
10.2 Range. Every unit which can use its Combat Strength offensively has a number on it giving, in hexes, the maximum distance at which the unit may attack; that is its range. When computing the distance to the target unit, the hex adjacent to the attacker (not the hex occupied by the attacker) is counted as the first hex. Combat Strength is not affected by the range to the defender. If the target is within the attacker's range, the attacker's full Combat Strength is used. Attackers may fire over intervening friendly units, enemy units, cliff hexes, and incline hexes.

10.3 Multiple Attackers. As many attackers as desired may attack a single defender as long as all attackers are in range of this unit. A defender **may** be attacked more than once per Ranged Combat Phase. However, an attacking unit may never fire more than once in a Ranged Combat Phase, nor may it split its Combat Strength to participate in two attacks. An individual attack may involve more than one attacking unit, but may not involve more than one defending unit (except in Tunnel Mouth hexes; see 13.5).

10.4 Terrain Effects On Combat.

10.4.1 Incline Hexes. Incline hexes do not affect combat in any way.

10.4.2 Cliff Hexes. The Combat Strength of any Web or U.N. unit in a cliff hex is halved, rounding fractions up, for both attacking and defending. For example, a Laser Tank in a cliff hex has a Combat Strength of 13.

10.4.3 Tunnel Mouths (Advanced Scenario). The Combat Strength of any Web or U.N. **infantry** unit underground in a Tunnel Mouth hex is doubled for both attack and defense.

10.4.4 Deep Tunnels (Advanced Scenario). No unit underground in a Deep Tunnel may attack or be attacked using Ranged Combat.

11.0 CLOSE ASSAULTS

Close Assault is the second type of combat in OLYMPICA. A Close Assault is conducted whenever a unit enters a hex occupied by an enemy unit during the Movement Phase. If the defending unit is a dummy, it is immediately removed. If the only Web unit in the hex is the Web Generator, it is considered captured. Otherwise, the defender of the hex rolls the die, consults the 4-1 column on the CRT (regardless of the Combat Strengths of the units involved), and applies the result to the assaulting unit. If a 1 is rolled, ignore the DUST result and give the die to the assaulting player, who in turn rolls, consults the 4-1 column, and applies the result to the defender. The interchange continues until at least one unit has been removed from the hex. EXAMPLE: If a U.N. Heavy Infantry enters a hex containing a Web Strongpoint, a Close Assault automatically occurs. The Strongpoint would fire first at the infantry at 4-1. A die roll of 4, 5, or 6 would result in the elimination of the infantry, a 2 would result in retreat for the infantry, a 3 would result in the elimination of both the infantry and the Strongpoint, while a die roll of 1 would allow the infantry to fire on the Strongpoint at 4-1. A Close Assault ends the assaulting unit's movement for that Movement Phase, even if the Close-Assaulted unit proves to be a dummy. Note that Close Assaults never involve more than two units and that Combat Strengths are irrelevant.

Terrain does not influence Close Assault procedures, though units in tunnels (both the assaulting and defending units) do not have to retreat when a retreat is called for by the CRT. Units with parenthesized Combat Strengths (the BOAR and lifters) may attack by Close Assault. **No unit may be Close Assaulted more than once per Movement Phase.**

12.0 EXPLANATION OF COMBAT RESULTS

12.1 AE: Attacker Eliminated. All attacking units are removed from the map. Exceptions: In Ranged Combat only, adverse results are not suffered by:

A. Any unit attacking a defender with a parenthesized Combat Strength.

B. A U.N. Laser Tank or Web Strongpoint attacking enemy infantry.

C. Web Strongpoints attacking Laser Tanks seven hexes away (that is, out of the Laser Tank's range).

12.2 DE: Defender Eliminated. The defending unit is removed from the map. There are no exceptions.

12.3 AR2: Attacker Retreats Two Hexes. All attacking units are retreated two hexes by the defending player. The hex retreated to must be any one of the ring formed at two hexes' distance from the retreating unit's original hex. Thus, the requirement is NOT simply to move two hexes. A unit may not be retreated off the map, may not be retreated onto a unit friendly to it (though it may be retreated through a friendly unit), and may not be retreated onto an enemy unit (creating a Close Assault) unless there is no other hex to which retreat is possible. A Close Assault completes the retreat requirement even if it is only one hex from the retreating unit's original position; the unit does not continue to retreat unless it receives another retreat result in the Close Assault.

12.3.1 Terrain. During retreats, Web units are unaffected by terrain and may retreat into and through any terrain without penalty. U.N. units may be retreated into and through incline and cliff hexes; they do not have to end their retreat upon entering a cliff or incline hex. U.N. infantry and Laser Tank units must roll for avalanches (see 7.4.3) upon entering a
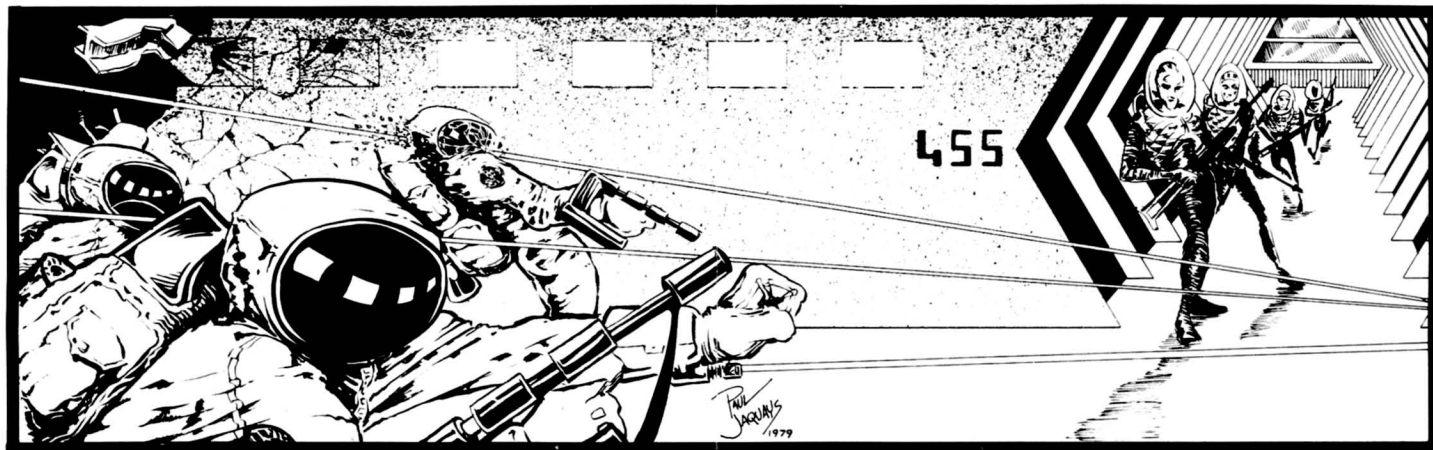
cliff hex, and Lifters and the BOAR are eliminated if retreated into an incline or cliff hex by the Web player. No Web or U.N. unit may be retreated from one cliff hex directly into another one.

12.3.2 Exceptions. Attackers are never required to retreat in any of the cases noted in 12.1 above. Web Strongpoints, which cannot move, ignore all retreat results. Units underground in tunnels may retreat or remain in place at the owning player's option.

12.3.3 DUST and Retreat. If a unit receives a DUST result and then receives a retreat result, the DUST marker is removed and the retreat is performed normally.

12.4 DR2: Defender Retreats Two Hexes. The defending unit is retreated two hexes by the attacking player, unless the defending unit is a Strongpoint or is underground in a Tunnel Mouth or Deep Tunnel. Defender retreats are covered as explained in 12.3 above.

12.5 DUST. This result simulates the violent EM fields produced by explosions in hematite dust, as well as the concussion of near misses and the probability of minor suit damage. When a DUST is rolled on the CRT, a DUST marker is placed on the defending unit. The attacker is unaffected. Defenders receiving DUST results may not move during their next Movement Phase, and have their Combat Strength halved (rounding fractions up) for both attack and defense. The Combat Strengths of units on cliff hexes suffering DUST results are only halved, not quartered. Additional DUST on the same unit has no effect. EXCEPTIONS: Web Strongpoints and any units underground in Tunnel Mouths ignore all DUST results. Also, DUST results are always ignored when they occur in Close Assaults.

12.6 EX: Exchange. The defending unit is eliminated, along with one or more attacking units whose printed Combat Strength(s) is (are) at least equal to the printed Combat Strength of the defending unit. All attacking and defending units are eliminated if not enough attacking units were involved. EXAMPLES: If three Web Infantry (each with a CS of 8) attack a U.N. Heavy Infantry (CS of 10) and receive an EX, the U.N. unit and two of the Web units are eliminated. If a U.N. Heavy Infantry attacks a Web Infantry and gets an EX, both units are destroyed. The attacker decides which attacking units will be lost if a choice exists. EXCEPTIONS: In Ranged Combat, attacking units do not suffer adverse results in the cases listed in 12.1 above. Only the defending unit and the appropriate attackers (if any) are eliminated when an EX is rolled. In Close Assaults, an EX always results in the elimination of both units.

13.0 TUNNELS (ADVANCED SCENARIOS)

13.1 General. The Web player receives 8 tunnel markers, which are of two types: Tunnel Mouths and Deep Tunnels. Tunnel Mouths connect with tunnels in adjacent hexes and with the surface. Deep Tunnels connect only with tunnels in adjacent hexes.

13.2 Placement. During the initial setup, the Web player must place Tunnel Mouth markers in hexes 1717, 1818, 1010, and 1011. The rest of the allowed tunnels (four markers of either type or any combination of the two) may be placed during any Web Tunnel Phase. Tunnel Mouths must be placed in cliff or incline hexes. Deep Tunnels must be placed either adjacent to a Tunnel Mouth or adjacent to another Deep Tunnel that ultimately connects to a Tunnel Mouth. Neither type may be placed

in hexes containing Strongpoints. Once placed, tunnels may never be moved. When tunnels are placed, Web units in the hexes may be placed either on the surface or underground in the tunnel. DUST markers are removed from any Web units which go underground during the Tunnel Phase. U.N. units may not be placed underground by the Web player.

13.3 Effects of Stacking. Placement of a tunnel marker (either type) in a hex essentially divides that hex into two hexes, one on top of the other. One unit may occupy each of these. A unit on top of the tunnel marker is considered to be on the surface, while a unit underneath the tunnel marker is considered to be underground. Not only may a single tunnel hex be occupied by two units, but one may be a Web unit and the other a U.N. unit. Close Assaults do not occur between units on different levels of a single Deep Tunnel or Tunnel Mouth hex. A U.N. unit must be on the same level as the Web Generator to be considered stacked with it for victory purposes (see 4.2) or for breaking the Web of Compulsion (see 19.3).

13.4 Effects on Movement. All of the following are legal moves, and each counts as one hex of the unit's movement:

  A. Underground in a Deep Tunnel to underground in an adjacent tunnel hex;
  B. Underground in a Tunnel Mouth to underground in an adjacent tunnel hex;
  C. Underground in a Tunnel Mouth to the surface portion of the same hex;
  D. Underground in a Tunnel Mouth to an adjacent surface hex;
  E. Above a Tunnel Mouth to an adjacent surface hex;
  F. Above a Tunnel Mouth to under the same Tunnel Mouth;
  G. Adjacent to a Tunnel Mouth to under the same Tunnel Mouth;
  H. Adjacent to a Tunnel Mouth to above the Tunnel Mouth.

Surface terrain is disregarded when entering the underground portion of a tunnel hex. Enemy units on the surface are also disregarded, except that D and G above are impossible if an enemy unit is above the Tunnel Mouth. Lifters and the BOAR may not go underground; U.N. infantry and Laser Tanks may. Units on the surface may freely move over enemy units under Tunnel Mouths or Deep Tunnels.

13.5 Effects on Combat.

  13.5.1 Deep Tunnels. Units underground in Deep Tunnels may neither attack nor be attacked by Ranged Combat.

  13.5.2 Tunnel Mouths. Infantry units under Tunnel Mouths are doubled for both attack and defense when engaging in Ranged Combat with enemy units on the surface. Laser tanks are not doubled. In addition, units under Tunnel Mouths may ignore AR2, DR2, and DUST combat results.

  13.5.3 Tunnel Mouth Stacks. When units are both above and below a Tunnel Mouth, the underground unit may not be attacked by itself from other hexes, though the unit may fire out of the hex. If the units above and below the Tunnel Mouth are of opposing sides, each may attack the other by Ranged Combat and the top unit may be attacked from other hexes, but the bottom unit may not be attacked from other surface hexes. However, the two units may be attacked together in a single attack. The Combat Strength of each unit is modified for terrain, and then they are added together. All CRT results apply to both units.

13.5.4 Close Assaults. Units in Tunnel Mouths and Deep Tunnels may be Close Assaulted normally, except that retreat results on the CRT may be ignored by both units. An enemy unit under a Tunnel Mouth may not be attacked from the surface if another enemy unit is on the surface in that hex. Similiarly, an enemy unit on the surface may not be attacked from underground if another enemy unit is blocking the Tunnel Mouth.

13.6 Demolition of Tunnels (Optional Rule). A unit may spend its entire Movement Phase in the underground portion of a tunnel hex and then attempt demolition in that hex during the Ranged Combat Phase. If a 4, 5, or 6 is rolled on a die, that tunnel marker is removed and the unit is moved to an adjacent hex (as in 13.4). Demolition may not be attempted if this would leave friendly units in Deep Tunnels with no connection to the surface, nor may a tunnel hex containing the Web Generator be demolished. Enemy units trapped in Deep Tunnels are not eliminated. Units attempting demolition may not carry out Ranged Combat attacks that turn.

14.0 U.N. DROPS

U.N. units arrive on the mapboard through being dropped, either during setup or during any U.N. Drop Phase.

14.1 Placement. U.N. forces arrive on the map in drops of three units each. Each unit in a drop must be adjacent to the other two. Drops may be placed in any area of the map on any terrain, and may be placed on top of Web units. They may be placed on top of Tunnel Mouths, but not under them.

Legal Drop

Illegal Drop
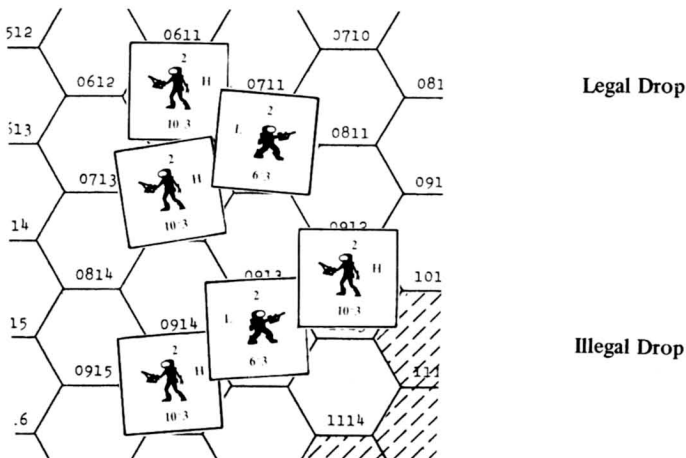
14.2 Compulsion. If any unit of a drop is targetted to land within two hexes of the Web Generator, the Web may compel all three units of the drop to land up to three hexes away from their original target hexes. The three individual units of the drop may not be separated, and they must be kept in the same position relative to one another. Also, U.N. troops may not be compelled to land on Web units (causing Close As-

saults) unless no other spaces are available for that drop. Drops may be compelled to land more than two hexes away from the generator. Drops may be compelled to land on any terrain. Drops of any types of units may be compelled. One drop may be compelled in the initial setup, and one drop may be compelled during each subsequent Drop Phase.
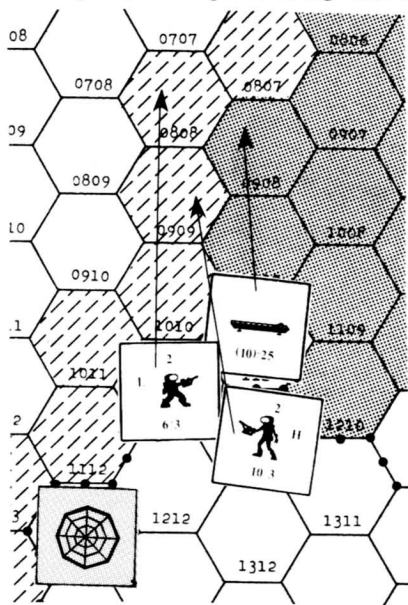
**Example of
Drop Compulsion**

14.3 Avalanches and Close Assaults. If the BOAR or a lifter lands on or is compelled to land on a cliff hex, it is automatically destroyed. Any other U.N. unit which lands on or is compelled to land on a cliff hex is destroyed by an avalanche on a die roll of 6. Whenever a U.N. unit drops on a Web unit, the Web unit is turned face-up and Close Assault is conducted; see 11.0.

14.4 Restrictions on Dropped Units. U.N. units may neither move nor be transported by lifters (see 18.0) on the turn in which they drop. They may attack during the Ranged Combat Phase. U.N. Light Infantry may move during the Second Movement Phase. Units dropped during the initial setup may move normally during Game-Turn 1.

15.0 U.N. LIGHT INFANTRY

U.N. Light Infantry units move twice per Game-Turn: once before the U.N. Ranged Combat Phase and again afterwards. They may use their full Movement Factor both times. They may enter a cliff or incline hex during the first Movement Phase and enter a second one during the Second Movement Phase. They may perform Close Assaults in either or both Movement Phases.

16.0 U.N. LASER TANKS AND WEB STRONGPOINTS

16.1 Combat Results. Web Strongpoints ignore all Retreat and DUST results from the CRT. Strongpoints also ignore AE and EX results when attacking at a seven-hex range. Both Strongpoints and Laser Tanks ignore AE, AR2, and EX results when ⊙ttacking enemy infantry by Ranged Combat, regardless of range. Laser Tanks ignore Retreat and DUST results when under a Tunnel Mouth, though their strength is not doubled.

16.2 Defensive Umbrellas (Optional Rule). Strongpoints and Laser Tanks protect friendly units in hexes adjacent to them. These units cannot be attacked by Ranged Combat unless all protecting Strongpoints or Laser Tanks are also attacked by Ranged combat in the same Ranged Combat Phase. Strongpoints and Laser Tanks do not protect adjacent units against Close Assault. If a Strongpoint is face-down at the beginning of the Ranged Combat Phase, it does not protect adjacent units. The Web player, however, may turn strongpoints face-up during any Web Movement Phase he wishes.
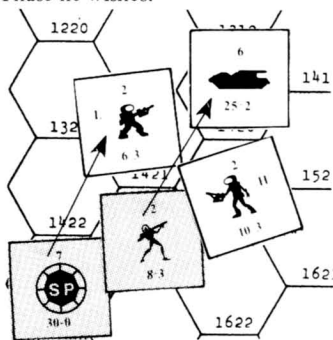
The Laser Tank must be attacked before either of the adjacent units may be attacked. Therefore, the Web Infantry attack the Laser Tank at low odds so that the Strongpoint may attack the U.N. Light Infantry.

17.0 THE BOAR: THE U.N. ARMORED LASER DRILL
(ADVANCED SCENARIOS)

17.1 Terrain. The BOAR is automatically destroyed if it enters a cliff or incline hex through accident, Web compulsion of drops, or retreats from combat. However, unlike other U.N. units, the BOAR may not be moved by the Web in the Compulsion Phase once it is on the ground; see 19.2.

17.2 Effect on Tunnel Mouths and Strongpoints. Web units under Tunnel Mouths adjacent to the BOAR do not have their Combat Strengths doubled for either attack or defense. Also, Web Strongpoints adjacent to the BOAR have their Combat Strength halved for both attack and defense. Strongpoints on cliff hexes next to the BOAR are only halved, not quartered.

17.3 Drilled Tunnel Mouths. The primary function of the BOAR is to open new entrances into the Web's tunnels. The BOAR may drill a new Tunnel Mouth by ending its movement above a Deep Tunnel. The BOAR may not drill during the turn it is dropped. If a 4, 5, or 6 is rolled on a die, the Deep Tunnel marker is immediately replaced with a Tunnel Mouth marker. Otherwise, the BOAR must wait until the next U.N. Movement Phase and try again. The die roll is made immediately after the BOAR moves to the hex, during the Movement Phase. If it is successful, other
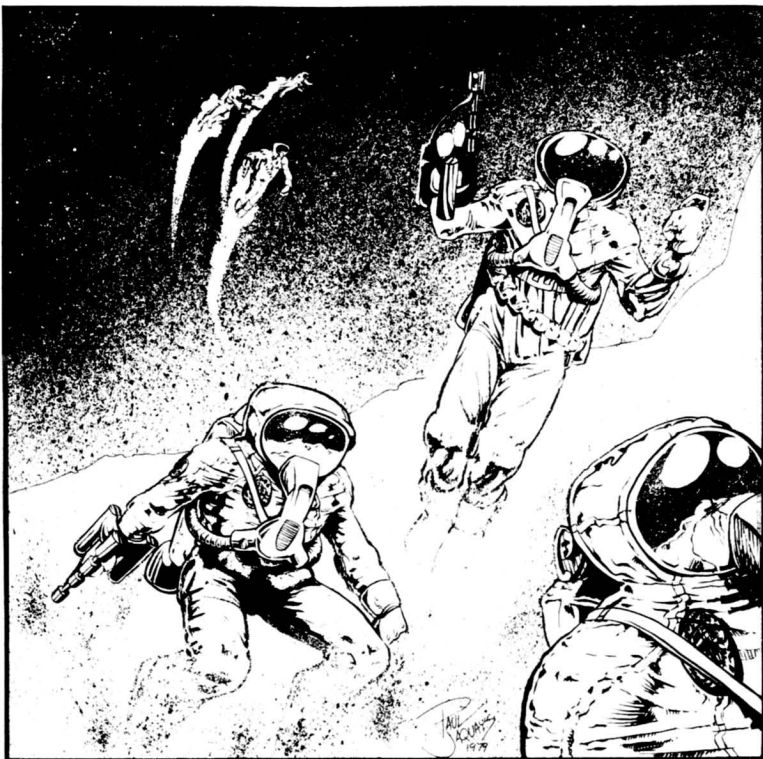
U.N. units which have not moved yet may move through the newly drilled Tunnel Mouth in the same Movement Phase. Drilled Tunnel Mouths are identical to other Tunnel Mouths for movement purposes; however, like units in Deep Tunnels, units underground in drilled Tunnel Mouths may neither attack nor be attacked using Ranged Combat.

18.0 U.N. LIFTERS (ADVANCED SCENARIOS)

18.1 Movement and Lifting. Lifters can move themselves and other U.N. units up to 25 hexes in one move. To transport a unit, the Lifter is moved over the unit's hex (the unit is then considered to have been picked up by the Lifter) and the Lifter continues its movement, disembarking the unit at any point along its path. No movement cost is incurred for picking up or disembarking units for either the Lifter or the transported unit(s). Units may be picked up or dropped off at any point during a Lifter's movement, though they may not stay loaded after the Movement Phase. Units may move either before OR after being transported, but not both (since only one unit may move at a time). Units may be transported by more than one Lifter in a single turn. Units may be transported after they have performed a Close Assault, or if they are DUSTed. They may

not be transported in the turn that they drop. Remember that the stacking restrictions (see 9.0) apply at the end of the Movement Phase, not during it. Lifters may not transport Web units. If a Lifter enters a hex occupied by a Web unit, a Close Assault occurs.

18.2 Capacity. A lifter may transport several units with a combined Combat Strength of up to 50 through any one hex. More than this can be transported during a Movement Phase if some units are dropped off before others are picked up. EXAMPLE: A Lifter starting in hex 1220 could pick up a Laser Tank in 1320, pick up the BOAR in 1522, drop off the BOAR in 1615, pick up a Light Infantry in 1812, disembark the Laser Tank in 1511, disembark the Light Infantry in 1412, and end its turn in 1315. One lifter can NOT carry another.

18.3 Terrain. Since lifters are airborne during their movement, they may pass freely through cliff and incline hexes during their Movement Phase. However, Lifters may not pick up or disembark units in cliff or incline hexes. Lifters are automatically destroyed if they end their movement in a cliff or incline hex (they must touch down often to conserve fuel), or if they are dropped into a cliff or incline hex, or if they are retreated or compelled into or through a cliff or incline hex. If a Lifter voluntarily moves into a cliff or incline hex containing a Web unit, the Close Assault is done before the Lifter is eliminated. Lifters may not move underground, nor may they pick up or Close Assault units which are under Tunnel Mouths.

18.4 Evacuation of the Web Generator. To achieve a Major Victory, the U.N. must evacuate the Web Generator. During the Movement Phase of any Game-Turn in which a U.N. unit begins the turn stacked with the Web Generator and a U.N. Lifter begins the turn in an adjacent hex, the Lifter may pick up the generator and (if it can find a clear path) move off the map with it. If the Web Generator is underground in a tunnel, the Lifter must be on or adjacent to a Tunnel Mouth which can trace a path to the Web Generator unblocked by Web units.

19.0 THE WEB GENERATOR

Besides being part of the planetary defenses (which are beyond the scope of OLYMPICA), the Web Generator operates against the U.N. raiders in two related ways.

19.1 Drop Compulsion. Drops made at least partially within two hexes of the Web Generator may be compelled by up to three hexes; see 14.2.

19.2 Movement Compulsion. During each Web Compulsion Phase, the Web player may move one U.N. unit by up to three hexes, regardless of the unit's Movement Factor. The unit may be anywhere on the board. It may be any type of unit except the BOAR. It may be in a tunnel before or after compulsion. A unit may not be compelled off the map, into a hex with a friendly unit, or onto an enemy unit unless no other hex is available. A unit may not be compelled to continue moving after performing a Close Assault. Units may be compelled into any type of terrain. Lifters are destroyed if compelled into a cliff or incline hex, and other U.N. units must roll for avalanches when compelled into a cliff hex (see 7.4.3). U.N. units other than lifters do not have to end their compelled movement upon entering a cliff or incline hex, though they cannot be compelled to move from one cliff hex directly to another. A compelled

unit may move normally in the U.N. Movement Phase. The Web Generator may carry out Drop Compulsion (see 19.1 above) if a drop comes within range, regardless of whether it performed Movement Compulsion earlier in that same GameTurn. Web units may not be compelled.

19.3 Breaking the Web of Compulsion. Neither drops nor movement may be compelled by the Web after a U.N. unit ends its turn stacked with the Web Generator, even if the U.N. unit is subsequently eliminated or retreated. The Web Generator is permanently disabled.

19.4 Movement and Stacking. The Web Generator must be set up within the dotted lines. It may not be moved except by a U.N. Lifter (see 18.4). It may, however, be placed underground when a tunnel is placed in its hex, unless it is stacked with a U.N. unit at the time. The Web Generator does not count for stacking.

19.5 Combat. The Web Generator may not be attacked by either side. Any unit stacked with it may attack or be attacked normally.

20.0 DUMMIES

Dummies are counters set up among the inverted Web forces to confuse the U.N. player. Dummies may not move or attack. They are immediately removed when attacked by Ranged Combat or Close Assault. They do not count for stacking.

21.0 WEB REINFORCEMENTS

Up to four previously eliminated Web Infantry units may return to the game during each Web Reinforcement Phase. During odd-numbered Game-Turns, Web reinforcements enter from the east edge of the map. During even-numbered Game-Turns, they enter from the west edge. The first hex row on the map edge is counted as the first hex of movement. Web reinforcements may use their full Movement Factor on the turn of entry. Only eliminated Web Infantry may be brought in as reinforcements; the Web player may never have more infantry units than he started with. If more than four units are available, excess units are saved until the next Game-Turn in which they can legally enter. Eliminated Strongpoints, dummies, and U.N. units never return to the game.
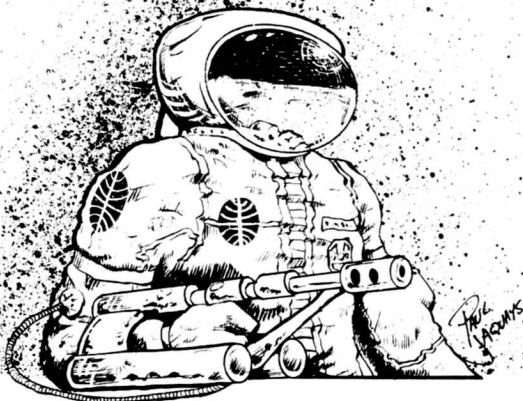
22.0 COMMENTARY – 23RD CENTURY WARFARE

OLYMPICA postulates sophisticated combatants. By the 23rd century, pulse and gamma lasers, fusion bullets, racks of personal guided missiles, intelligent mines, etc., will be commonplace. Battle lines will continue to move further apart, and the area defendable by a single soldier will increase. There is a limit to such expansion.

As the individual becomes more powerful, he or she becomes more policy-maker and less unimportant cog. The lines separating *tactical, operational,* and *strategic* blur; governments lose control; the private has in his hand what the general could not accomplish. OLYMPICA takes as a fact of logic that general-issue weaponry will be at some point limited in range to less than theoretical capacity, or that even minor skirmishes will no longer represent a useful policy alternative for the politician.

This game suggests a "killing sphere" of about six miles in diameter for each fireteam. Since high speeds and short distances make think-time nil (a fireleader must work his team like a quarterback calling signals without a huddle), this sphere of responsibility seems about maximum for individuals without powers of general command. The sphere also represents the upper limit of tactical information immediately available to the soldier, and the least amount needed if he must bet his life on it.

COMBAT RESULTS TABLE

Die Roll	1-3 or less	1-2	1-1	2-1	3-1	4-1 or more
			Combat Odds			
1	AE	AE	EX	AR2	DUST	DUST
2	AE	AE	AR2	DUST	DUST	DR2
3	AE	EX	DUST	DUST	DR2	EX
4	AE	AR2	DUST	DR2	EX	DE
5	AR2	DUST	DR2	EX	DE	DE
6	DUST	DR2	EX	DE	DE	DE

AE: Attacker Eliminated
DE: Defender Eliminated
AR2: Attacking units retreated two hexes by defender
DR2: Defending units retreated two hexes by attacker
DUST: DUST marker placed on defender
EX: Exchange

See rules section 12.0 for complete explanation of combat results.

THE WEBBIES WANT YOUR MIND ...

OLYMPICA simulates the U.N. Mars raid to capture the Web Mind Generator from a heavily defended area near Nix Olympica's massive caldera. The Webbie revolutionaries are deep in their tunnel complexes surrounded by strongpoints and infantry. The raiders will use infantry, laser tanks, lifters and the tunnel busting BOAR drill. If they fail man's future may fall to the telepathic, religion/machine Web Mind of Mars.

OLYMPICA is the clever tactical creation of Lynn Willis. His future history of the Martian revolution of 2206 hinges on the crucial U.N. raid. The game is easy to learn, fast playing, and challenging. Like the other Microgames, it is ideal for beginners and fun for pros. OLYMPICA is the perfect game for those who've never tried science fiction games.

Components for the game include a 24 page rules booklet, play counters, and hex grided map of the Nix Olympica region.

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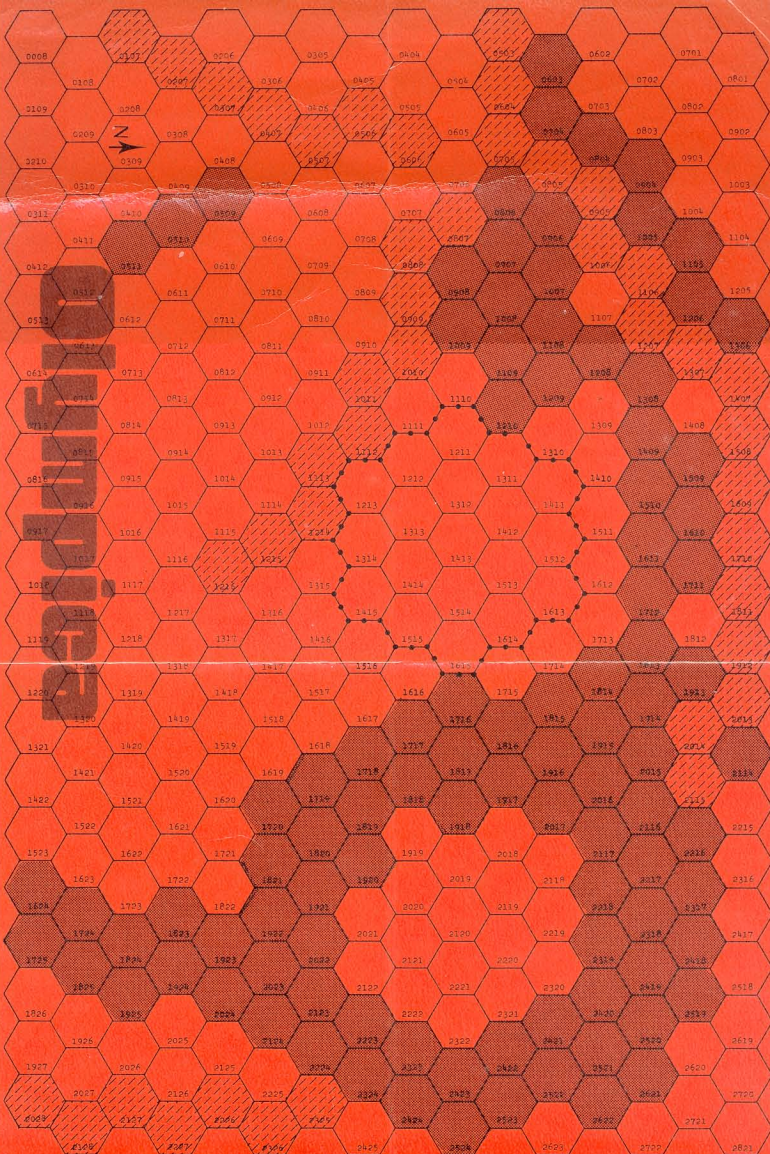
COMBAT RESULTS TABLE (CRT): Odds less than 1-3, treat as 1-3;
odds greater than 4-1, treat as 4-1

die roll	1-3	1-2	1-1	2-1	3-1	4-1
1	AE	AE	EX	AR2	DUST	DUST
2	AE	EX	AR2	DUST	DUST	DR2
3	AE	AR2	DUST	DUST	DUST	EX
4	AE	DUST	DUST	DR2	DR2	DE
5	AR2	DUST	DR2	EX	EX	DE
6	DUST	DR2	EX	DE	DE	DE

Game Turn:

end, basic game

① ② ③ ④ ⑤ ⑥

⑦ ⑧ ◄ end, advanced game

2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3
2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3
2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	2 H 10-3	BOAR (21)-2
L 2 6-3	L 2 6-3	L 2 6-3	L 2 6-3	L 2 6-3	L 2 6-3	L 2 6-3	L 2 6-3
LIFTER (10)-25	LIFTER (10)-25	LIFTER (10)-25	6 25-2	6 25-2	6 25-2	6 25-2	6 25-2
DUST	DUST	DUST	DUST	DUST	DUST	DUST	6 25-2

TUNNEL MOUTH	TUNNEL MOUTH	TUNNEL MOUTH	TUNNEL MOUTH	TUNNEL MOUTH	TUNNEL MOUTH	TUNNEL MOUTH	TUNNEL MOUTH
DEEP TUNNEL	DEEP TUNNEL	DEEP TUNNEL	DEEP TUNNEL	DEEP TUNNEL	DEEP TUNNEL	TUNNEL MOUTH	TUNNEL MOUTH
TURN	7 SP 30-0	7 SP 30-0	7 SP 30-0	7 SP 30-0	7 SP 30-0	TUNNEL MOUTH	
2 8-3	2 8-3	2 8-3	DUMMY	DUMMY	DUMMY	DUMMY	DUMMY
2 8-3	2 8-3	2 8-3	2 8-3	2 8-3	2 8-3	2 8-3	2 8-3
2 8-3	2 8-3	2 8-3	2 8-3	2 8-3	2 8-3	2 8-3	2 8-3

METAGAMING